

## ALL NEW — KINGPIN II

KINGPIN II Electronic Pinball is a portable pinball game which incorporates sophisticated microprocessor technology to give you the lights and sounds and action of real pinball in a hand-held version.

KINGPIN II tests your skill and timing with independently controllable flippers and flashing bonus lights.

### TO PLAY KINGPIN II:

1. Turn ON/OFF switch to ON position.  
KINGPIN II automatically rolls any score stored in the memory down to zero, giving a distinctive roll-down sound while doing so.
2. Set BALL COUNTER to 1.  
KINGPIN II is equipped with an "Honor System" ball counter. You must, at the beginning of each game, reset it to 1 and each time you reshoot the ball, advance it to the next number. After five balls, your game is over.
3. Put ball into play by pulling the SHOOTER and releasing it to shoot the ball into the playing field.
4. Keep the ball in play by using the FLIPPERS to flip the ball back into the play.  
Each FLIPPER is individually controllable by the FLIPPER BUTTON on the side of the game.
5. Each time the ball hits a deflector at a numbered spot, that number will be added to your total score which is shown by the NUMERIC DISPLAY. When you hit one of the BUMPERS while it is lit, the BONUS feature will add 1000 to your score.  
KINGPIN II gives a short burst of sound to tell you that you have scored less than one hundred, a longer burst of sound between one hundred and one thousand and a long burst of sound above one thousand.
6. KINGPIN II is equipped with an AUTOMATIC RESET feature. If you reach 100,000 point before you have used all five balls, KINGPIN II will automatically roll the score back to zero to start another game. You may then add 100,000 points to the score showing on the NUMERIC DISPLAY when you have used all five balls.
7. KINGPIN II is also equipped with an automatic TILT sensor. Should you TILT the game forward so that the ball rolls into play without using the SHOOTER or FLIPPERS the TILT sensor will cause the game to make a distinctive TILT sound and freeze the score until the game is reset.
8. To RESET the game you simply move the OFF/ON switch to OFF and back to ON.

### OPERATING REQUIREMENTS:

1. KINGPIN II requires one 9 volt battery which should be attached to the standard battery clip inside the battery compartment in the underside of the game.  
Be sure that KINGPIN II is turned OFF when you are installing a battery. Contacting the battery clip with the battery in the incorrect polarity, when the game is ON, could do permanent damage to the electronics. We suggest the use of an alkaline battery since they are more reliable and last much longer.
2. Since KINGPIN II contains sensitive, solid state micro processor electronics it is important to protect it from extremes of temperature or humidity. Store the game in a cool dry place and be sure to remove the battery before storing it for any extended time.

### TROUBLE SHOOTING:

1. Should your game fail to operate be sure it has a fresh 9 volt battery. (Even new batteries can fail. A fresh top-quality battery is very important. We recommend alkaline batteries which last much longer than regular ones do.)

2. Should your game have lights and sound but ERRATIC scoring, again a weak battery is the probable cause. Try a fresh battery.
3. In general, any malfunction which is not corrected by installing a fresh, first-quality battery requires factory service. To obtain factory service please refer to the instructions in your Castle Toy Warranty.

## 30-DAY LIMITED WARRANTY

Castle Toy Company, Inc. warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 30 days from the date of purchase.

During the 30-day warranty period the game will either be repaired or it will be replaced with a reconditioned model of equivalent quality (at our option) without charge to the purchaser, when returned prepaid and insured, with proof of the date of purchase, to Castle Toy Company, Electronics Repair Center, Harrison Avenue, Newport, Rhode Island 02840 (see next page for mailing instructions).

Units returned without proof of the date of purchase, or units returned after the 30-day warranty period has expired, will be repaired or replaced with a reconditioned model of equivalent quality (at our option) for a service charge of \$10.50. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be sent postage pre-paid and insured to Castle Toy Company, Electronic Repair Center.

CASTLE TOYS WILL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE PURCHASER. ANY IMPLIED WARRANTIES ARE LIMITED IN DURATION TO THE 30-DAY PERIOD FROM THE ORIGINAL DATE OF PURCHASE.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

### HOW TO GET SERVICE FROM THE CASTLE ELECTRONICS REPAIR CENTER ON YOUR ELECTRONICS GAME DURING AND AFTER THE 30-DAY WARRANTY PERIOD

During the 30-day Warranty Period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during this 30-day Warranty Period, you choose to obtain repair or replacement service from the Castle Toy Electronics Repair Center, please make the following arrangements:

1. Pack the game carefully in the original game box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around it and tie securely.
2. Carefully print on the box or carton the following name and address:

CASTLE TOY COMPANY  
ELECTRONICS REPAIR CENTER  
HARRISON AVENUE  
NEWPORT, RI 02840

Don't forget to show your return address.

3. Insure the package and mail it via parcel post.  
After the 30-day Warranty Period and up to one year from the date of purchase, do all the above plus enclose your check or money order in the amount of \$10.50 for the repair service and return by mail.